

**AMENDMENTS TO THE CLAIMS**

Please amend the claims as follows.

1.-21. (Canceled)

22. (Original) A method of drawing in a window, the method comprising providing a first mode in which a signal is sent following each drawing operation instructing a client of a window which may be affected by the drawing to redraw at least part of that window, and providing a second mode in which the sending of a signal is suppressed.

23. (Previously Presented) The method according to claim 22, wherein the signal is sent from a window manager.

24. (Previously Presented) The method according to claim 22, wherein the signal is sent from a client of a window, and is sent by the client which carried out the drawing, and sent to a window manager.

25. (Previously Presented) The method according to claim 23, further comprising making information relating to the transparency of the window available to the window manager.

26. (Previously Presented) The method according to claim 25, further comprising storing the information as an attribute of the window.

27.-60. (Canceled)

61. (Original) A receiver/decoder comprising means for drawing in a window, in first and second modes, wherein in the first mode a signal is sent following each drawing operation instructing a client of a window which may be affected by the drawing to redraw at least part of that window, and in the second mode the sending of a signal is suppressed.

62. (Previously Presented) The receiver/decoder according to claim 61, wherein the signal is sent from a window manager.

63. (Previously Presented) The receiver/decoder according to claim 61, wherein the signal is sent from a client of a window, and is sent by the client which carried out the drawing, and is sent to a window manager.

64. (Previously Presented) The receiver/decoder according to claim 62, further comprising means for making information relating to the transparency of the window available to the window manager.

65. (Previously Presented) The receiver/decoder according to claim 64, further comprising means for storing the information as an attribute of the window.

66. (Canceled)

67. (Previously Presented) The receiver/decoder according to claim 64, wherein the sending of a signal is suppressed in dependence on the information.

68.-125. (Canceled)

126. (Previously Presented) A method of displaying a window on a screen, wherein the window has a background through which underlying objects are visible, the method comprising:

determining whether an area underlying the window has changed and, if so, redrawing at least a part of the window, after receiving a signal instructing a client of the window which may be affected to redraw at least part of that window, the method being carried out by a receiver/decoder, the receiver/decoder being for use with a television set.

127. (Currently Amended) The method according to claim 126, further comprising:

identifying an area of the window affected by the change in the area underlying said window;

identifying foreground objects in the affected area; and

redrawing at least the part of the foreground objects in the affected area after receiving a signal instructing a client of the window which may be affected to redraw at least part of that window.

128. (Previously Presented) A method of displaying a window on a screen, wherein the window has foreground objects and a background through which underlying objects are visible, the method including:

determining that an area underlying the window has changed,

identifying an area of the window affected by the change,

identifying foreground objects in the affected area, and  
redrawing at least the part of the foreground objects in the affected area after receiving a  
signal instructing a client of the window which may be affected to redraw at least  
part of that window,  
the method being carried out by a receiver/decoder, the receiver/decoder being for use  
with a television set.

129. (Previously Presented) The method according to claim 127, wherein after said redrawing  
step, said foreground objects obscure, at least in part, the area underlying the foreground objects.

130. (Previously Presented) The method according to claim 128, wherein after said redrawing  
step, said foreground objects obscure, at least in part, the area underlying the foreground objects.

131. (Previously Presented) The method according to claim 126, further comprising displaying a  
further window, which has a background through which underlying objects are visible.

132. (Previously Presented) The method according to claim 131, wherein at least part of the first  
window underlies the further window.

133. (Previously Presented) The method according to claim 126, further comprising monitoring  
drawing in a further window so that drawing in the further window affecting said window can be  
corrected.

134. (Previously Presented) A method of drawing in a window, the method comprising:  
drawing in the window and monitoring the drawing;  
determining a window which may be affected by the drawing; and  
sending a signal instructing a client of the window which may be affected to redraw at  
least part of that window so that drawing affecting an overlaying window can be  
corrected,  
the method being carried out by a receiver/decoder.

135. (Previously Presented) The method according to claim 134, wherein the signal is sent  
following each drawing operation.

136. (Previously Presented) The method according to claim 135, further comprising suppressing  
the signal for at least one drawing operation.

137. (Previously Presented) The method according to claim 25, wherein the sending of a signal is suppressed in dependence on the information.

138. (Currently Amended) The method according to claim 22, further comprising the steps of:

defining the size of the window;

drawing foreground objects in the window; and

arranging the background of the window, and further comprising displaying a further window which has a background through which underlying objects are visible, wherein at least a part of the ~~first~~ window underlies the further window.

139. (Previously Presented) A receiver/decoder comprising means for displaying a window on a screen, wherein the window has a background through which underlying objects are visible, further comprising:

means for determining whether an area underlying the window has changed;

means for redrawing at least part of the window, if an area underlying the window has changed, after receiving a signal instructing a client of the window which may be affected to redraw at least part of that window;

the receiver/decoder being for use with a television set.

140. (Previously Presented) The receiver/decoder according to claim 138, further comprising:

means for identifying an area of the window affected by the change in the area underlying said window;

means for identifying foreground objects in the affected area; and

means for redrawing at least part of the foreground objects in the affected area after receiving a signal instructing a client of the window which may be affected to redraw at least part of that window.

141. (Previously Presented) The receiver/decoder comprising means for displaying a window on a screen wherein the window has foreground objects and a background through which underlying objects are visible, and further comprising:

means for determining that an area underlying the window has changed;

means for identifying an area of the window affected by the change;

means for identifying foreground objects in the affected area; and

means for redrawing at least the part of the foreground objects in the affected area after receiving a signal instructing a client of the window which may be affected to redraw at least part of that window.

142. (Previously Presented) The receiver/decoder according to claim 139, wherein as a result of the operation of said redrawing means, said foreground objects obscure, at least in part, the area underlying the foreground objects.

143. (Previously Presented) The receiver/decoder according to claim 138, further comprising means for displaying a further window, which has a background through which underlying objects are visible.

144. (Previously Presented) The receiver/decoder according to claim 142, wherein at least a part of the first window underlies the further window.

145. (Previously Presented) The receiver/decoder according to claim 138, further comprising means for monitoring drawing in a further window so that drawing in the further window affecting said window can be corrected.

146. (Previously Presented) A receiver/decoder comprising means for drawing in a window, and further comprising:

means for drawing in the window and for monitoring the drawing;

means for determining a window which may be affected by the drawing, and for sending a signal instructing a client of the window which may be affected to redraw at least part of that window so that drawing affecting an overlaying window can be corrected.

147. (Previously Presented) The receiver/decoder according to claim 145, wherein the signal is sent following each drawing operation.

148. (Previously Presented) The receiver/decoder according to claim 146, further comprising means for suppressing the signal for at one drawing operation.

149. (Previously Presented) The receiver/decoder according to claim 138, further comprising:

means for defining a size of the window;

means for drawing foreground objects in the window;

means for arranging the background of the window, and further comprising means for displaying a further window which has a background through which underlying objects are visible, wherein at least part of the first window underlies the further window.